

GOD OF WAR[®]

CHAINS OF LYMPUS



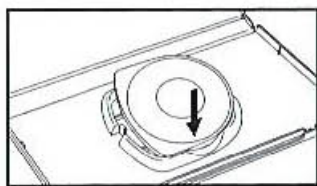
SONY



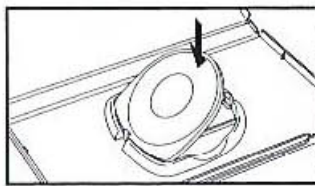
COMPUTER
ENTERTAINMENT[®]

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD
LANGUAGE



FEAR



SEXUAL
CONTENT



DRUGS



DISCRIMINATION



GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit

<http://www.pegi.info>



GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://pspreporting.com>

UCES-00842

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SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

THE SHADOW OF THE PAST...

IN AN AGE OF CONFLICT AND BLOODSHED, KRATOS, THE HEROIC GENERAL OF SPARTA, FELL DOWN ON ONE KNEE BEFORE ARES, THE MIGHTY GOD OF WAR. IN EXCHANGE FOR LIFELONG DEVOTION, HE RECEIVED THE DEADLY BLADES OF CHAOS AND ABSOLUTE VICTORY OVER ALL.

IN THE NAME OF ARES, KRATOS LED THE SPARTANS FORTH, STRIKING FEAR ACROSS GREECE. DEATH WAS SWIFT; CONQUEST WAS TOTAL – BUT ARES HARBOURED EVEN DARKER PLANS. IN A BID TO CREATE THE PERFECT WARRIOR, HE MADDENED KRATOS WITH BLOODLUST, FORCING HIM TO MURDER HIS OWN BELOVED WIFE AND CHILD.

DEVASTATED BY HIS ACTIONS, KRATOS RENOUNCED ALL SERVICE TO ARES. BUT ONE DOES NOT SHAKE OFF THE GODS SO EASILY. WITH THE ASHES OF HIS FAMILY BURNT TO HIS SKIN, KRATOS WAS DOOMED TO ATONE FOR HIS CRIMES.

THE CHAINS OF THE FUTURE...

FOR 10 SAVAGE YEARS FROM THIS DAY FORTH, KRATOS, THE GHOST OF SPARTA, IS BOUND BY DUTY TO SLAUGHTER ALL ENEMIES TO APPEASE THE GODS OF OLYMPUS. IN RETURN, HE HOPES ONLY TO RID HIMSELF OF THE HARROWING NIGHTMARES THAT HAUNT HIS EVERY STEP.

LOCKED IN A PLEDGE OF PENANCE, HIS ONLY RESPITE FROM THE SINS OF THE PAST IS FOUND IN THE BLOODY HEAT OF BATTLE. NOW, A NEW CHALLENGE HAS ARISEN: KRATOS, TRAPPED IN CHAINS OF SERVITUDE, MUST CONFRONT AN UNTHINKABLE EVIL BATTERING THE CITY WALLS OF ATTICA.

THE RUTHLESS STEEL AND SCALDING FIRE OF THE PERSIAN ARMY HAS ARRIVED...

SETTING UP

SET UP THE PSP™ SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. TURN THE PSP™ SYSTEM ON AND THE POWER INDICATOR WILL LIGHT UP GREEN. THE HOME MENU WILL BE DISPLAYED. OPEN THE DISC COVER AND INSERT THE **GOD OF WAR®: CHAINS OF OLYMPUS** DISC WITH THE LABEL SIDE FACING THE REAR OF THE PSP™ SYSTEM AND THEN SECURELY CLOSE THE DISC COVER.

SELECT THE  ICON FROM THE HOME MENU AND THEN SELECT THE  ICON. A THUMBNAIL IMAGE OF THE SOFTWARE WILL BE DISPLAYED. SELECT THE IMAGE AND PRESS THE  BUTTON TO COMMENCE LOADING.

PLEASE NOTE: THE INFORMATION IN THIS MANUAL WAS CORRECT AT THE TIME OF GOING TO PRINT, BUT SOME MINOR CHANGES MAY HAVE BEEN MADE LATE IN THE PRODUCT'S DEVELOPMENT. ALL SCREENSHOTS FOR THIS MANUAL HAVE BEEN TAKEN FROM THE ENGLISH VERSION OF THIS PRODUCT, AND SOME SCREENSHOTS MIGHT HAVE BEEN TAKEN FROM PRE-COMPLETION SCREENS THAT DIFFER SLIGHTLY FROM THOSE IN THE FINISHED PRODUCT.

MEMORY STICK DUO™

TO SAVE GAME SETTINGS AND PROGRESS, INSERT A MEMORY STICK DUO™ INTO THE MEMORY STICK DUO™ SLOT OF THE PSP™ SYSTEM. SAVED GAME DATA CAN BE LOADED FROM THE SAME MEMORY STICK DUO™ OR ANY MEMORY STICK DUO™ CONTAINING PREVIOUSLY SAVED **GOD OF WAR®: CHAINS OF OLYMPUS** DATA. MAKE SURE THERE IS ENOUGH FREE SPACE ON THE MEMORY STICK DUO™ BEFORE COMMENCING PLAY.

PLEASE NOTE: THE MINIMUM AMOUNT OF FREE SPACE REQUIRED TO SAVE **GOD OF WAR®: CHAINS OF OLYMPUS** DATA WILL VARY DEPENDING ON THE CAPACITY OF THE MEMORY STICK DUO™ INSERTED.

DEFAULT CONTROLS

ANALOG STICK

⊗ BUTTON

⊗ BUTTON + ⊗ BUTTON

○ BUTTON

□ BUTTON

△ BUTTON

L BUTTON

R BUTTON

START BUTTON

SELECT BUTTON

L BUTTON +

R BUTTON + ANALOG STICK EVADE

MOVE

JUMP

DOUBLE JUMP

GRAB ATTACK

LIGHT ATTACK

HEAVY ATTACK

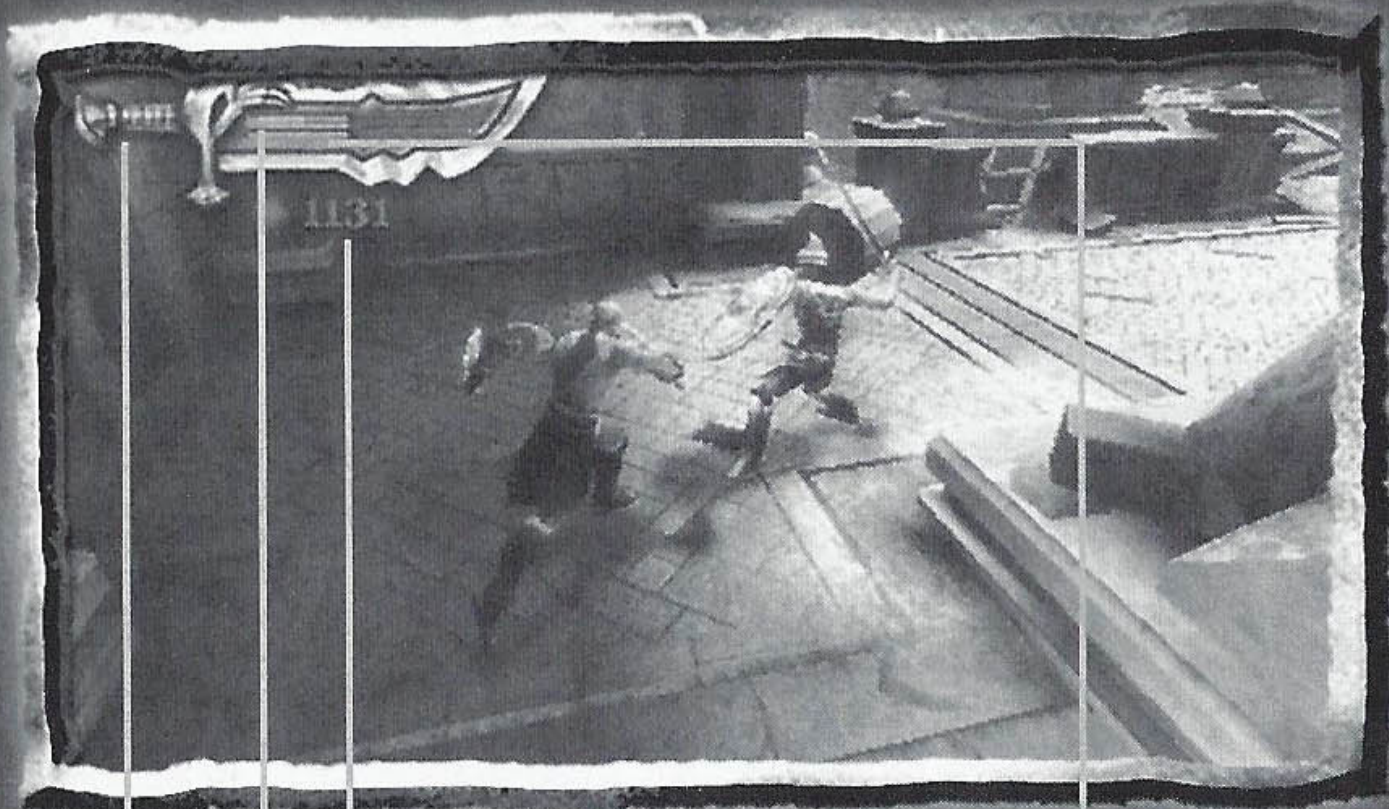
BLOCK

USE MAGIC

ACCESS IN-GAME
MENUS

ACCESS PAUSE MENU

THE GAME SCREEN



POWER UP METER

MAGIC METER

HEALTH METER

BLADE ICON

BLADE ICON

THE BLADE ICON CONTAINS TWO SEPARATE METERS:
THE HEALTH METER AND THE MAGIC METER.



HEALTH METER

THE HEALTH METER IS REFILLED BY COLLECTING GREEN HEALTH ORBS FROM FALLEN ENEMIES AND GLOWING GREEN CHESTS.

MAGIC METER

THE MAGIC METER IS REFILLED BY COLLECTING BLUE MAGIC ORBS FROM DEFEATED FOES AND GLOWING BLUE CHESTS.

POWER UP METER

SITUATED JUST BELOW THE BLADE ICON, THE POWER UP METER IS USED TO STRENGTHEN KRATOS' BLADES OF CHAOS AND ALSO HIS MAGIC. THE POWER UP METER IS FILLED BY COLLECTING RED ORBS.

COMBO COUNTER

SITUATED IN THE BOTTOM RIGHT-HAND CORNER OF THE SCREEN, THE COMBO COUNTER WILL KEEP TRACK OF HITS AND COMBOS PLUS ANY ORBS GAINED FOR PARTICULARLY VICIOUS ATTACKS.

PLAYING THE GAME

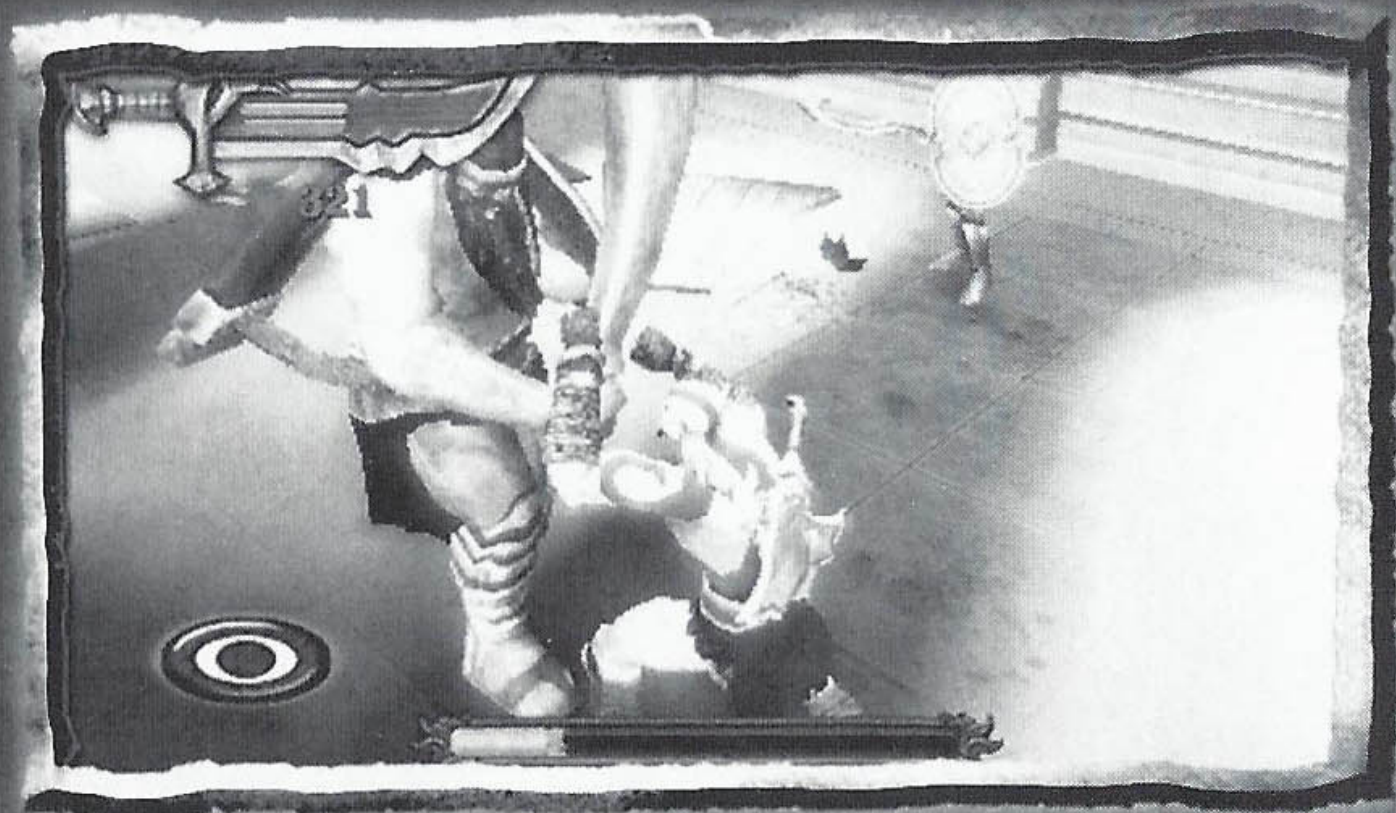
ATTACKS AND MOVES

COMBOS

KRATOS CAN LINK ATTACKS TOGETHER TO FORM A STRING OF COMBOS CAPABLE OF INFLECTING MASSIVE DAMAGE. KRATOS' CHIEF WEAPONS ARE HIS BLADES OF CHAOS – ONE IS ATTACHED TO EACH ARM BY A LONG CHAIN THAT WRAPS AROUND HIS LIMBS. BY STRIKING, SWINGING AND EVEN IMPALING HIS ENEMIES, KRATOS CAN EXECUTE BOTH SHORT-RANGE AND LONG-RANGE ATTACKS.



CONTEXT SENSITIVE ATTACKS



SOMETIMES, DEPENDING ON THE SITUATION, SPECIFIC BUTTON COMBOS MUST BE PRESSED TO DEFEAT OR WAYLAY AN ENEMY. THESE BUTTON COMBOS, OR CONTEXT SENSITIVE ATTACKS, TAKE PLACE WHEN A FOE HAS RECEIVED ENOUGH DAMAGE.

WHEN A CONTEXT SENSITIVE ATTACK IS POSSIBLE, A  BUTTON ICON WILL BE DISPLAYED ON-SCREEN, ABOVE AN ENEMY'S HEAD. PRESS THE  BUTTON AND THEN CONTINUE TO EXECUTE A SERIES OF BUTTON COMBOS INDICATED ON-SCREEN. PERFORM THE ATTACK QUICKLY ENOUGH AND KRATOS WILL DESTROY THE ENEMY WITH A DEVASTATING FINAL MOVE.

SWIMMING

KRATOS, UNBOUND BY THE CONSTRAINTS OF MORTALS, CAN SWIM UNDERWATER FOR AN UNLIMITED AMOUNT OF TIME. TO SWIM, MOVE THE ANALOG STICK IN ANY DIRECTION. PRESS THE  BUTTON TO DIVE UNDERWATER. PRESS THE  BUTTON OR THE  BUTTON TO RISE BACK TO THE SURFACE. PRESS AND HOLD THE  BUTTON FOR A BURST OF SPEED.

MAGIC AND PUZZLES

USING MAGIC

ONCE GRANTED, MAGICAL ABILITIES WILL GIVE KRATOS TEMPORARY POWERS TO GREATLY INCREASE HIS CHANCES OF SURVIVAL. AS MAGIC ABILITIES ARE ACQUIRED, THEY WILL BE DISPLAYED IN THE TOP LEFT-HAND CORNER OF THE SCREEN. PRESS **↑**, **↓**, **←** OR **→** TO SELECT AN ABILITY, THEN EXECUTE THE MOVE OR COMBO REQUIRED TO UNLEASH IT. USING MAGIC WILL DEplete KRATOS' MAGIC METER.

SOLVING PUZZLES

WHEN KRATOS HAS TO DECIPHER CHALLENGING PUZZLES, IT WILL USUALLY INVOLVE THE ACTIVATION OF HUGE DOORS, MACHINES OR LEVERS. INTERACTIVE OBJECTS WILL GLOW WITH A SPARKLING POINT OF WHITE LIGHT. APPROACH THE OBJECT AND PRESS THE **⦿** BUTTON, THEN CORRECTLY FOLLOW THE ON-SCREEN TIPS TO SUCCESSFULLY PUT IT TO USE.

ITEMS

ORBS

ORBS CAN BE FOUND IN THREE DIFFERENT COLOURS: RED, GREEN AND BLUE – EACH SERVING A DISTINCT PURPOSE. ORBS ARE COLLECTED BY KILLING ENEMIES, DESTROYING INANIMATE OBJECTS AND OPENING CHESTS.

RED ORBS ARE POWER UP ORBS, WHICH CAN BE USED TO UPGRADE WEAPONS AND MAGICAL ABILITIES. GREEN ORBS ARE HEALTH ORBS AND WILL REFILL KRATOS' HEALTH METER. BLUE ORBS ARE MAGIC ORBS AND REPLENISH KRATOS' MAGIC METER.



CHESTS

THROUGHOUT HIS JOURNEY OF PENANCE, KRATOS WILL OFTEN FIND CHESTS – MANY OF WHICH ARE CLEVERLY HIDDEN FROM VIEW. THESE CHESTS HOLD USEFUL ITEMS AND ORBS. TO OPEN A CHEST, STAND IN FRONT OF IT AND PRESS AND HOLD THE  BUTTON.

SAVE ALTARS

A GLOWING RAY OF LIGHT FROM THE HEAVENS WILL PROVIDE KRATOS WITH THE OPPORTUNITY TO SAVE HIS PROGRESS. TO MAKE USE OF A SAVE ALTAR, SIMPLY STEP INTO THE LIGHT AND PRESS THE  BUTTON.

SPECIAL ITEMS

KRATOS CAN ALSO DISCOVER AND USE SPECIAL ITEMS TO GREATLY INCREASE HIS POWERS. THESE SPECIAL ITEMS ARE RENOWNED ACROSS THE ANCIENT WORLD AND CANNOT BE HANDLED BY MERE MORTALS! TO VIEW THE SPECIAL ITEMS ALREADY ACQUIRED, PRESS THE START BUTTON AND VIEW THE INVENTORY MENU.

GORGON EYES

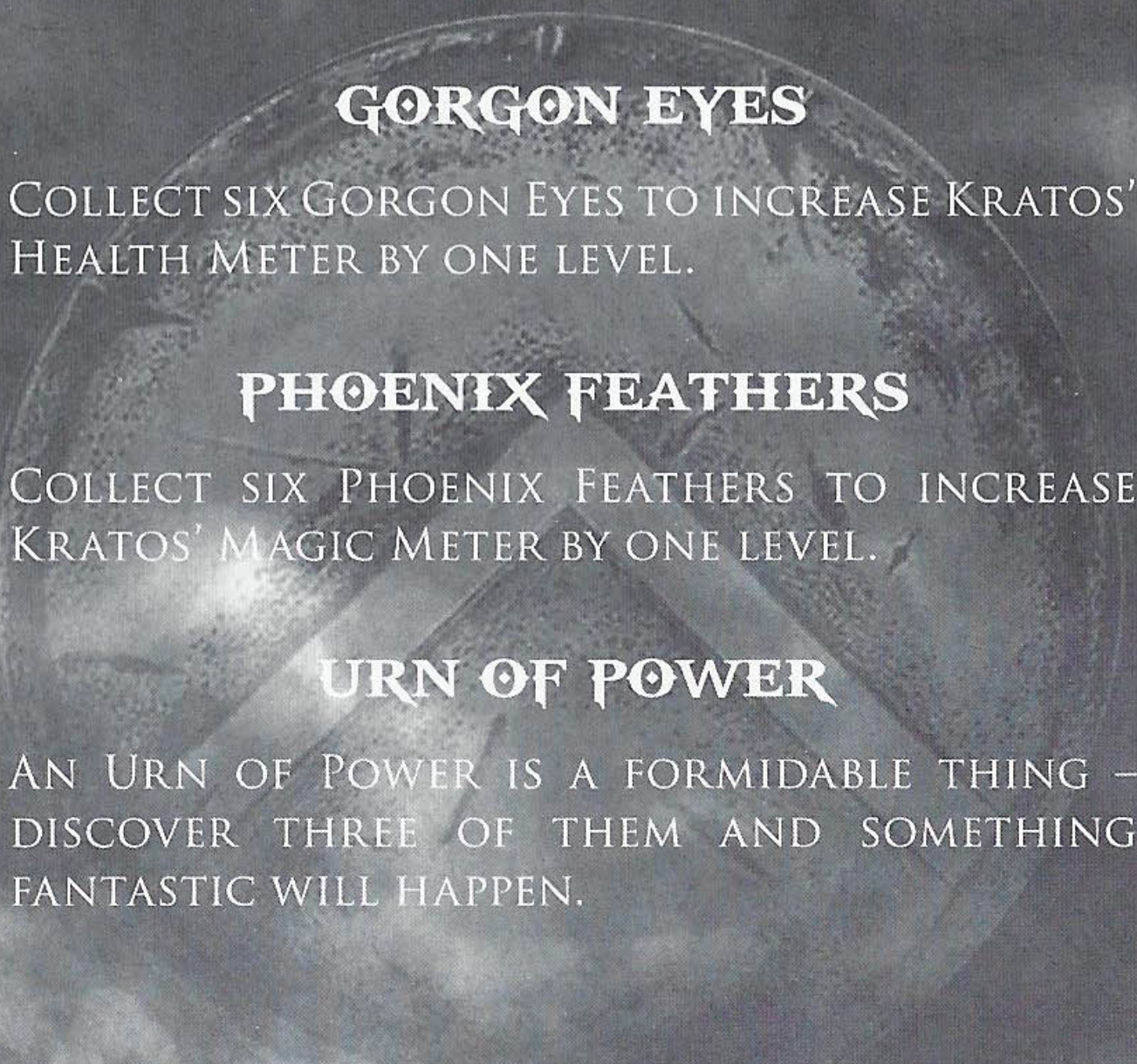
COLLECT SIX GORGON EYES TO INCREASE KRATOS' HEALTH METER BY ONE LEVEL.

PHOENIX FEATHERS

COLLECT SIX PHOENIX FEATHERS TO INCREASE KRATOS' MAGIC METER BY ONE LEVEL.

URN OF POWER

AN URN OF POWER IS A FORMIDABLE THING – DISCOVER THREE OF THEM AND SOMETHING FANTASTIC WILL HAPPEN.





TRITON'S LANCE

FIND THIS FABLED SPECIAL ITEM TO DISCOVER UNTOLD POWERS.

SUN SHIELD

LEGEND HAS IT THAT THIS SACRED RELIC CAN BE FOUND IN THE EOS CAVE. NOBODY KNOWS WHAT IT IS TRULY CAPABLE OF.

IN-GAME MENUS

PRESS THE START BUTTON DURING GAMEPLAY TO PAUSE THE ACTION AND ACCESS THE UPGRADE, INVENTORY AND MOVES MENUS. PRESS THE **L** BUTTON OR THE **R** BUTTON TO SCROLL BETWEEN EACH MENU AND PRESS **↑** OR **↓** TO SELECT AN OPTION. PRESS THE START BUTTON TO RETURN TO GOD OF WAR®: CHAINS OF OLYMPUS.

UPGRADE MENU

OVER TIME, KRATOS WILL ACQUIRE NEW WEAPONS AND MAGICAL ABILITIES WHICH CAN BE UPGRADED USING THE RED ORBS HE HAS COLLECTED. THE TYPE OF UPGRADE AVAILABLE IS CLEARLY STATED, ALONG WITH HOW MANY RED ORBS ARE REQUIRED TO ENABLE IT. SELECT A WEAPON OR MAGIC ABILITY TO ENHANCE AND PRESS THE **⊗** BUTTON TO UPGRADE.

MOVES MENU

VIEW ALL OF THE CURRENT COMBOS AND MOVES THAT HAVE BEEN UNLOCKED. SELECT A WEAPON OR MAGICAL ABILITY AND PRESS THE **⊗** BUTTON TO VIEW A LIST OF THE DIFFERENT MOVES AVAILABLE FOR IT. AS KRATOS GAINS NEW ABILITIES, THESE LISTS WILL GROW SUBSTANTIALLY.

INVENTORY MENU

VIEW ANY SPECIAL ITEMS THAT KRATOS HAS COLLECTED SO FAR, OR READ A FEW HINTS ABOUT RELICS YET TO BE DISCOVERED.

PAUSE MENU

PRESS THE SELECT BUTTON DURING PLAY TO PAUSE THE ACTION. CHOOSE CONTINUE TO JUMP BACK INTO THE FRAY OR OPTIONS TO ADJUST VARIOUS IN-GAME SETTINGS. SELECT RESTART AT LAST CHECKPOINT TO BEGIN THE CURRENT GAME FROM THE LAST CHECKPOINT REACHED, OR QUIT GAME TO QUIT AND RETURN TO THE MAIN MENU. PRESS THE  BUTTON OR THE SELECT BUTTON TO RETURN TO THE BATTLEFIELD.

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